


DEFENSIVE & COMPETITIVE BIDDING		LEADS & SIGNALS			SYSTEMCARD			
OVERCALLS (STYLE)		LEADS (STYLE)					Teams	
Usually 5+cards. From very light to very strong.			LEADS		PARTNER'S SUIT		TOURNAMENT	
USP: responses from 2opening suit →suit below 3overcalled transfer after 3rd hand passes or doubles.		SUIT	1-3-5		1-3-5		Senior Bowl 2007	
		NT	1-3-5		1-3-5		Denmark	
		LATER	1-3-5		1-3-5		SHANGHAI	
		THRU DECLARER	2-4 also from honours		2-4 do.		PLAYERS	
		5-7-level: A for Att. K for count					Jens Auken - Kirsten Steen Møller	
1NT-OVERCALL		LEADS (WHAT THE CARD USUALLY SHOWS)			SYSTEM			
2N 15-18		LEAD	AGAINST SUIT		AGAINST NT			
RE NT-system		ACE	AKx/Ax		AKQx/AKJx/AKx/Ax			
		KING	KQx/Kx/AK		KQJx/KQ10x/Kx			
4TH. 11-14; 4th hand live: 15-18		QUEEN	AKQ/QJx/Qx		AKQ(x)/AQJ10(x)/Qx			
RESP: NT-system		JACK	J10x/Jx/AJ10/KJ10		J10x/Jx/AJ10/KJ10			
JUMP OVERCALLS		10	109x/10x, Q109, K109		109x/10x/A109/K109/Q109			
GENERAL: 2NT= 5-5 in lowest unbid suits, reop: 18-19 bal		9	9x, KJ98, 98xx(x)		9x, KJ98, 98xx(x)			
2-LEVEL: Weak, nat		HIGH	xx, xxxx(x)		xxxxx(x)			
3 ⁺ -LEVEL: Weak, nat. 4-level: 5-5 against preempts)		LOW	xxx, xxxx, xxxxx		xxx, xxxx, xxxxx			
REOPENIN 13-16		SIGNALS IN ORDER OF PRIORITY			SPECIAL SEQUENCES THAT MAY REQUIRE DEFENSE AGREE.			
CUEBID: DIRECT AND JUMP		L=LOW H=HIGH O=ODD E=EVEN S=SUITPREF.						
DIRECT In minor: 5-5 major, In major: 5-5 other major and either minor – Could be GF, any distribution			PARTNER LEADS		OPP. LEADS		DISCARDS	
		SUIT	1. L/H=enc.		L/H=E		L/H=enc.	
			2. L/H=even		S		L/H=even	
JUMPCUEBI Asking stopper			3. S		S		S	
AGAINST NT OPENING (AND 1NT-OVERCALL)		NT	1. Spec. count		Smith		L-H=enc.	
X = pen of weak NT (≤15p)			2.		Hi-Lo=odd		L/H=even	
X = 4 MA + 5+ mi vs. strong NT (≥14p) – also passed hand			3. S		S		S	
2♣ = 5-4 (4-4) majors. 2♦ = 6(5)+ either major, not constructive. 2H/S = Constructive, natural		ENCOUR/DISOUR	Lo-hi = enrg, hi-lo = discrg.					
		COUNT	Lo-hi = even					
AGAINST PREEMPTS		SUIT PREFERENCE	Lavinthal, Trelde: even high card for low suit etc					
Double= T/O		1 ST DISCARD	Energ/Diserg.					
Jump to 4♣/♦: 5-5 in minor and other major		SPECIAL COUNT NT	xx, xxx, Hxx, xxxx, xxxxx, xxxxxx					
Against 3NT (solid or pre ♣/♦): 4♣/♦=longer minor		OTHER SIGNALS	Smith: low by op.leader=neutral, Hi=switch!					
		DOUBLES						
		TAKE OUT DOUBLE, STYLE AND APPROACH			FORCING SEQUENSES			
AGAINST STRONG 1♣		STYLE	Nat.					
X=majors		RESP.	Nat.; cue F →established fit or NT					
NT=minors		RE-OPENING	Could be light					
		SPECIAL ARTIFICIAL AND COMPETITIVE BIDDING			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
AFTER OPPONENT'S T/O DOUBLE		Negative thru 4♥, Hi-low at 2-level: 2X=nonF, 3X=F1						
XX: 10(9)+, usually interested in penalties. Over 1 mi:		After 1♥-overcall X=4-card♣; 1♠=5+card♠						
1X=nat, F1; 2X: nat, nonf., weak if jump. 3-level-splinters ≤ 8		Many competitive and 'card'-showing doubles						
Over 1 MA: 1NT→1 below opening suit=trf. showing suit/raise		Support doubles ≤ bid MA						
2NT: 10+, fit.								
		PSYCH						
		May occur						

OPENING BIDS AND RESPONSES							
OPENING	ARTIF.	MIN. NO. CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	FURTHER BIDDING	PASSED HAND/ INTERVENTION
1♣		3	4♥	3+	Natural; FG-splinters	After 1NT-rebid: 2♣=puppet→2♦; next bid	Jump to 3♣=limit;
				1♣ – 2♦ = limit or slaminvitational	is invitational; 2♦=GF relay. Jumps strong,	Fitbids 2MA after pass	
				1Nt: 6-10, 2NT=(10)11-12 bal	nat, 6+/5-5	Unassuming cue = FG	
				Weak 2♥/♠	2N=?→min, min good M,max bad M, max	2NT=pre ♣-raise after X	
1♦		3	4♥	3+, 3 cards only with 4-4-3-2	See 1♣	As for 1♣	Analog.
				1♦ – 3♣ = limit or slaminvit			
1♥		5	4♦	5+	Bergen-raises: 3♣=7-9; 3♦=10-12, 3♥=wk	After 2N: 3♣=min, 3♦=bal, not min. 3♥/♠/	Unassuming cue inv. 3+ supp.
				2NT: GF+fit. 2♥=8-11, 3-cardsupport	NT=singleton ♣/♦/♠	2NT=GF 3+ support	
1♠		5	4♦	5+	Bergen-raises as above. 3♥=HHxxxx wk	As for 1♥	Analog.
				2NT: GF+fit 2♠= 8-11, 3-cardsupport			
1NT			4♠	(14) 15-17	2♣: Puppet→2♦; 2♥/♠=transfer;	After 2♣→2♦: 2M shows 4 other M,	Neg. X
				2♠: bal gameinv. or slaminvitational	2NT=4-4 M, inv.; 3NT=4-4 M GF. 3M=	Rumpelsohl	
				2 NT: Sign off in ♣/GF with some short suit	singleton, 5+-4+ mi. After 1N-2N; 3♣-		
				3X=natural, slaminv. 4♣/♦=5-5M	3X=nat, singleton in suit below.		
2♣	√	0		GF or 22+NT	2♦=0-1 ctr., 2♥=2ctr.→3♣=5+ctr.	Natural, 2NT-system	X = values, bal/semibal
				Second negative			
2♦	√	0		Weak Multi	2NT= Asking for max or min.	Reversed and transfer-responses	
				6(5)+ ♥/♠, 3-7 (8) HCP	New suit is non-forcing		
2♥		6		8-11, Constructive	2NT→3♦ trf. 3♥=pre		
2♠		6		8-11, Constructive	2NT→3♥ trf. 3♠=pre		
2NT				20-21	3C = Asking, Transfers 3♦→5♣	Game-level transfer =slaminvitational	Neg. X
3♣		6		Preempt	New suit = forcing		
3♦		6		Preempt	do.		
3♥		6		Preempt	do.	SLAM BIDDING	
3♠		6		Preempt	do.	Cuebids, RKCB 1430, splinter	
3NT	√			Solid minor	4♣: Pass or correct; 4♦ asks outside ctr.		
4♣		7		Preempt			
4♦		7		Preempt			
4♥		7		Usually preemptive			
4♠		7		Usually preemptive			
4NT				Asking specific aces	5♣=0, 5X/NT=the ace; 2aces: col/rank/text.		